



Year 5 Text-based Programming Knowledge Organiser



? What are we learning about Text-based Programming?

Computers, like humans, understand different languages. The main programming languages used to create games, apps and websites is written in text, symbols and numbers. There are different programming languages, which are used for different purposes; *Javascript* is used to create interactive parts of websites and apps, such as calendars, quizzes and video players. *Logo* uses directions, pen commands and loops to move an on-screen turtle.

National Curriculum Content

Use sequence and repetition in programs; work with variables. Correct errors in programs.

Key knowledge

- Javascript and Logo are text-based programming languages that use letters, numbers and symbols to program interactive elements (Javascript) or an on-screen turtle to move or draw (Logo).
- Text-based programming commands need to be typed accurately, one tiny mistake could stop the whole program from working correctly.
- Programming in Javascript and Logo will help you then program in Python (used by Google to program Youtube) and HTML (used to program websites).

Important Vocabulary

Javascript	A programming language to program interactive elements, such as objects you can drag around.
Logo	A programming language to program an on-screen turtle to move or draw.
Function	In Javascript, this is used to program what the object can be used for. e.g a button that can be tapped or character that can dragged around.
Loops or repetition	Using a loop or repetition in your program can make your program simpler. It can also make an object follow an instruction more than once. For example, programming a robot to draw a circle 3 times.
Variables	Something that changes in your program, such as a score or the speed of a car.

Quick tips

- Look carefully for the spaces and symbols needed in text-based programming, some of the symbols need you to press the Shift or Ctrl key with them.
- A physical keyboard (rather than a touch screen) will help find the correct characters needed.

